FORGERY GAME PLAYER SHEET

Omnigame ID (OGID): 1Bv2026-02-14

Overview: A game of forgery and debate. Lasts anywhere from two hours to a week or more. Your choice. **A serious competitive mindset is required for the game to function properly, so please actually TRY.** For a more complex version with more players, check out “Spy Game”.

Consequences: None

Requirements: 2 or more players, (but it starts to get out of hand around 6+ players), a referee, some portable way of taking notes for the referee, and an adjustable timer, stopwatch, or alarm. Table and chairs to accommodate the players and referee at the location of the trial, as well as a referee-usable computer, laptop, or smartphone is recommended.

Rules:

Phase 1… (Initiation)

1.0 – Determining the target

The referee and the players (or possibly just the referee) is to choose an arbitrary person who would be extremely difficult to meet (e.g. a very famous or rich person.) and have this person’s name recorded in the referee’s notes as the “Target”.

1.1 – Trial time and location

The referee and players come to agreement on how long the Forgery phase (the main phase of the game) should be played for, and where they should meet up for the Trial phase (the “Trial Location”). The Forgery phase could last anywhere from an hour to a whole continuous week.

The referee then records the current time and date (“Start Time”), the new meetup location (“Trial Location”), and the time and date of the Forgery phase’s end (“Deadline”).

1.2 – Clarification

Finally, the referee reminds the players who the target is, and the time, date, and location to meet up again for the Trial. It is recommended that players set their own alarms to warn them of the deadline.

FORGERY GAME PLAYER SHEET

FORGERY GAME PLAYER SHEET

Phase 2… (Forgery)

This is where the majority of the game takes place!

All players may now leave to do as they like. Players are recommended to:

- If possible, go out and meet (that is, be 10 or less feet from) the target person and create as much evidence of them doing so as they can
- Gather or forge evidence of opponent players NOT meeting the target during this phase
- Forge evidence of themselves meeting the target person

Players have the option of using referee witness testimony: Throughout this phase, players can request the referee to visit them wherever for the referee to see something. The referee will record in their notes that they saw it, and later, during the trial, (Phase 3.1) they will have borne witness to to whatever it is and be able to use that as very strong evidence. Try not to overuse this, or the referee might not remember the details of what they saw during the trial, or simply start denying your requests.

Phase 3… (Trial)

3.0 – Meetup Deadline

All players are required to meet at the location (“Trial Location”) and time (“Deadline”) determined during Phase 1.1. Any players failing to do so are instantly disqualified. Once all the players are ready, the referee declares the beginning of the trial, and records the time the declaration was made as the “Trial Start”.

3.1 – The Trial

The trial is to last as long as an agreed upon time, perhaps one hour. The referee should keep track of the time or set an alarm or timer.

The referee will be taking notes continuously throughout the trial. Record the substantial evidence presented for/against each team as it happens, note any discrepancies, and cross out stuff disproven. All other things even, each piece of evidence left not disproven by the end of the trial is worth a point.

Players: Try your best to NOT talk about your evidence as if it is fake. Doing so will give the referee an additional reason to believe it’s fake, especially if an opponent

FORGERY GAME PLAYER SHEET

of yours calls you out on it. You have to really try. **DON'T LAUGH AT YOUR OWN EVIDENCE.** You can laugh at your opponents' though.

The referee isn't to interrogate the players themself, but instead let the players do it to each other during the different phases of the trial. The referee can, as they see fit, hint at or suggest the players interrogate their opponents in certain ways to improve the game experience for everyone.

The trial goes as follows:

1. **One player submits evidence for meeting the target**
2. **Opponents try to pick it apart**
3. **Repeat 1-2 for each player**
4. **All players player submit evidence for one player NOT meeting the target**
5. **The player tries to defend it**
6. **Repeat 4-5 for each player**
7. **Final accusations**
   The referee should go to each team and request: "If you have any accusations for your opponents, say them now." If they accuse them of something, say "Do you have evidence to back up that claim?" and request evidence.
8. **Referee analyzes their recorded notes and picks winner**
   The referee is to choose the team who most likely met the target -- not the one**s** who the referee personally believes met the target -- as winning. And so, even if both teams submit incredible or paltry evidence, there will still be one and only one winner.

   A rule of thumb for the referee: "If I told you one of the teams had actually met the target, which team would you believe it to be? That team is the one worthy of being declared winner."

If both teams are obviously proven false, ask "Does anyone here have any actual evidence besides these shenanigans?" If not, then the winning team should be the one who put in the most effort.

There is also a tiebreaker point – if a player answers all the reasonable, unintrusive questions asked of them, they get an extra point – perhaps their only point, if they've got nothing else going for them.

(Because the referee isn't being real with himself, there's this **cloud of ambiguity** ("What SHOULD I think?") that covers an important part of their judgment. I hope I designed this so that we avoid that.)